TYPE RIGHT

Commodore 64

commodore COMPUTER

TYPE RIGHT
for the
Commodore 64

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ADDITIONAL EDUCATIONAL SOFTWARE FOR THE COMMODORE 64

Chopper Math
Disk Bonus Pack
Easy Lesson 64 / Easy Quiz 64
Zortek and the Microchips
Introduction to BASIC: Part I and Part II
Logo
Music Composer
PILOT
Public Domain Software
Speed Bingo Math (Elementary Grades)
The Music Machine

Also, look forward to the Miliken Edufun series, Midwest Kinder Koncepts series, materials from Minneapolis Educational Computing Consortium and more!

DESCRIPTION OF PROGRAM

Type Right is a program that teaches you how to type. It has 17 lessons and 4 games which help you find and use the keys on the Commodore 64 keyboard. Each key is first introduced. Then, you practice typing the key while doing the various lessons and exercises. With Type Right, you also practice typing words and sentences. As your typing improves, the computer checks your speed and accuracy.

Type Right features six kinds of typing activities:

1) Introduction to finger placement, 25 exercises
2) Key typing practice, 12 exercises
3) Word typing practice, 10 exercises
4) Sentence typing practice, 2 exercises
5) Words per minute practice, 5 exercises
6) Typing games, 4 games

LEARNING OBJECTIVES

- The user will be able to use the correct fingering when typing on the Commodore 64 keyboard.
- The user will be able to type 40 words per minute after completing all of the lessons.

GENERAL NOTES

The lessons in this program should be followed in order. You should play a game only after you have completed the lesson that comes before it. For example "GAME INVOLVING WORD ENDINGS" Lesson 5, should be played after Lesson 4 has been completed.

The symbol <RETURN> always means to press the RETURN key. When practicing with Type Right, you may press <RETURN> at the end of a line. Generally however, when typing on the Commodore 64, you don't need to press <RETURN> at the end of a line. Only after you have first typed your name **must** you press <RETURN>.

If you plan to do most of your typing on the Commodore 64, it is better not to use <RETURN>. If you plan to do most of your typing on a typewriter, it is best to practice using <RETURN>.

If you press a key with your left hand, use the SHIFT key located on the right hand side of the keyboard for capitalization and top row keys. In other words, use the right SHIFT key for the following letters and symbols: Q A Z W S X E D C R F V T G B ! " # $ % &.

If you press a key with your right hand, use the SHIFT key located on the left hand side of the keyboard for capitalization and top row keys. In other words, use the left SHIFT key for the following letters and symbols: Y H N U J M I K O L P ' ( ) ?.

To type a period on the Commodore 64, do not use the SHIFT key. This would give you a Greater Than symbol. However, on a typewriter, a period will be shown whether or not the SHIFT key is used. Also, when a period is used for abbreviations and initials, it is always followed by one space. When a period is used to end a sentence, it is followed by two spaces.

POWER UP INSTRUCTIONS

- Be sure your Commodore 64 computer is turned OFF.
- Connect your monitor (or TV) and disk drive to your Commodore 64.
- Plug in your monitor, disk drive, and Commodore 64.
- Turn ON your monitor, disk drive, and Commodore 64 computer.

LOADING INSTRUCTIONS

1. Open the disk drive door.
2. Insert the TYPE RIGHT diskette into the disk drive with the label facing up and towards you. Do not touch the exposed part of the diskette because this may erase part of the program.
3. Close the disk drive door.
4. On the keyboard, type **LOAD "*",8,1** <RETURN>.
   NOTE: <RETURN> always means to press the RETURN key.
5. Your screen will look like this:

   ```
   READY.
   LOAD"*",8,1
   SEARCHING FOR *
   LOADING
   READY.
   ```

   There will be a blinking square underneath READY on the screen. This is called the cursor. The cursor marks the position where the next letter you type will be placed.

   If anything else appears on your screen, again try typing:

   LOAD "*",8,1 <RETURN>.

6. To begin the program, type **RUN** <RETURN>.

TYPE RIGHT for the Commodore 64 contains a "menu". In a computer program, a menu is a list of items usually referred to as options. You can select one option from the menu at a time.

The TYPE RIGHT menu uses three screens to list all of the program's lessons and games. To move from one screen to another or to return to the menu at anytime, press the f1 key located on the right hand side of the computer. To load a lesson from the menu, simply type the number that is shown in front of the lesson or game of your choice. To exit from the program, press the f7 key located on the right hand side of your computer.

HOW TO USE THE PROGRAM

Type Right begins by introducing the Home Row keys:

A S D F J K L :

A picture of the Commodore 64 keyboard is shown on the screen. Then, each key is highlighted one at a time. At the top of the screen, instructions will teach you which finger to place on the particular key. For example, the screen will be:

The 'A' on the screen's keyboard is then highlighted with a flashing cursor. You should place the little finger of your left hand on the A of your Commodore 64 keyboard. Then, a practice exercise is given. This same format is used for all introductory lessons.

For example, in Introduction Lesson 2, after the H key has been introduced, you will see the following on the screen: **NOW PRESS THE 'h' ONCE WITH THE 'j' FINGER IN ORDER TO GO ON.** Then, once you press the "H" key, you will see a practice exercise for it.

After a key or keys have been introduced, a practice exercise is provided for you. Each practice exercise has at least four sets of practice lessons. Each set contains at least three practice exercises. Here is a sample screen from a practice exercise:

TYPE THIS:

aaa fff ggg fff aaa ggg gaf gaf agg
aaa fff ggg fff aaa ggg gaf gaf agg

TYPE THIS:

::: jjj hhh jjj :jj :hh jhj ::: hhh
::: jjj hhh jjj :jj :hh jhj ::: hhh

TYPE THIS:

sss gas gas aaa sss fff ggg gaf gaf
sss gas gas aaa sss fff ggg gaf gaf

Sandy perfect!

100% earns you an A+

- **TYPE THIS:** followed by a line of letters is shown on the screen
- Type the line of letters
- **TYPE THIS:** with another line of letters is then shown, etc.

Type Right provides five timed typing exercises. Each timed exercise will measure the number of words you type per minute. **A group of five keystrokes is defined as one word.** Because pressing the space bar is a keystroke, spaces are also counted as parts of words. An error is one or more incorrect keystrokes within each word. Therefore, even if all five keystrokes of a word are incorrect, only one error is counted.

Here is the formula the program uses to find the number of words you type per minute:

SCORE = Number of Word Typed − [Number of Errors × 5]

For example: 40 = 45 − (1 x 5)

GAMES

There are four TYPE RIGHT games to provide you with extra practice while you are having fun. Should be played after completing the lessons before it.

There are two different game formats. Each is described below:

- Create a word for a given ending

These games provide you with endings. The object is to create real words using the keys you have already learned. Here is a sample screen from Lesson 5, "GAME INVOLVING WORD ENDINGS":

a d e f g h j k l r s u

FIND 6 WORDS WHICH END IN -ush.

rush
You have 1 right: rush

TO GO ON, PRESS RETURN.
TO TRY A DIFFERENT ENDING, PRESS *

After you have typed in a word, the program will respond in one of the following ways:

- If the word is correct, the program will show the number of words you have created. For example, the program will show:

  You have 1 right: rush

- If you use a letter you have not learned, the computer responds:

  You have 1 wrong: b
  is not a letter you know yet.

  This will be shown as soon as you type the first letter.

- If the word you typed is not in the program's list of possible words, after you press <RETURN>, the following is showed:

  Is jush a word?
  It's not on my list.

- If you typed a word incorrectly, after you press <RETURN>, the program will show

  You have 2 wrong: hesh
  does not end in -ush.

Once the computer has responded to your answer, you may press RETURN to go on or * for a new word ending to be showed.

- Complete a phrase or sentence

The object of this game format used in Lesson 7, the "T" game, and Lesson 12, the "ING" game, is to be able to type a word that completes a phrase or sentence. You are given a phrase or sentence as a clue and then a phrase or sentence with a missing word. Read what is shown and decide what word is missing in the second phrase or sentence. Type the missing word as quickly as you can, including the letters of the word that are visible on the screen.

Here is a sample screen from Lesson 7, The "T" game:

TIMER:
14.4 SCORE: 14
(for 1 words)

Press * to end the game.

SENTENCES:

Sheila sees a speech therapist.
Her problem is that she __t__tt____.

RIGHT!

Press the space bar to go on.

WORD: stutters
stutters

After you have typed in a word, the program will do one of the following:

- If the word is correct, **RIGHT!** is shown.
- If a letter is typed incorrectly, **SORRY!** is shown.

The phrases and sentences for Lessons 7 and 12 are randomly selected and may appear more than once. The correct word to complete the phrase or sentence will be shown at the bottom of the screen. To go to the next game screen, press the space bar and to end the game press *.

The game strategy is to get the lowest score. Since you are racing against the timer located at the top left-hand corner, type as quickly as you can. Your score is the total number of seconds that it takes you to think of the word and type it.

Your score is shown at the top right-hand corner. Twenty points are added for each word incorrectly typed. Also, twenty points are added if you didn't know the word and pressed the space bar.

The Type Right lessons are as follows:

1 THE HOME KEYS
2 INTRODUCTION TO H, G AND U
3 THE NEW KEYS: E, R AND PRACTICE
4 WORDS PER MINUTE
5 GAME INVOLVING WORD ENDINGS
6 INTRODUCTION TO I AND T
7 THE T GAME
8 THE SHIFT KEY AND SENTENCES
9 INTRODUCTION TO C AND TIMED WRITING
10 GAME INVOLVING WORD ENDINGS
11 INTRODUCTION TO N AND TIMED WRITING
12 THE ING GAME
13 INTRODUCTION TO V AND Y
14 INTRODUCTION TO B
15 INTRODUCTION TO O AND P
16 INTRODUCTION TO X AND W
17 INTRODUCTION TO M AND TIMED WRITING
18 INTRODUCTION TO Q, Z AND THE PERIOD
19 PUNCTUATION: , ! ?
" ( ) &
' # $ %
20 INTRODUCTION TO NUMBERS
21 WORDS PER MINUTE

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